

## **Maquette Building (Workshop)**

Students choose from a variety of characters to create a maquette starting with armature construction to final finish.

**Objective:** to learn how to convert a two-dimensional design into a three-dimensional maquette, using the principles of sculpture and following a template.

**Number of students:** 20

**Grades:** 9-12

**Primary Art Form:** Animation

**Duration:** 3 hours a day for 5 days.

**Visual Arts Standard:**

### **Creating:**

#### **VAHSSC.CR.3**

Engage in an array of processes, media, techniques, and technology through experimentation, practice, and persistence.

- a. Create sculptural works of art using an array of processes (e.g. additive, subtractive, modeling, casting, installation, earthworks, monumental, site specific).
- b. Incorporate varied sculptural media (e.g. paper, wood, stone, wax, metals, ceramics, plaster, found objects, fiber, concrete, resins, naturally occurring materials, interiors, exteriors).
- c. Utilize varied technology (e.g. machinery, power tools, hand tools, welding equipment, three-dimensional printing).

### **Presenting:**

#### **VAHSSC.PR.1**

Plan, prepare, and present works of art for exhibition in school, virtual environment, and/or portfolio presentation.

- b. Prepare personal sculptural work to be exhibited inside and outside of the classroom.
- c. Analyze how the context and environment in which sculptural works are presented affects viewer perception

**Materials:**

- armature wire
- epoxy, screws
- wood podium
- sculpey clay
- foil
- access to an oven
- craft paint
- primer
- sculpting tools
- paint brushes

### **Class 1: Introduction**

Icebreaker: name, grade, favorite animation, experience with animation, what about this workshop interests you? Have you ever made a maquette?

**Purpose of Maquettes:**

Maquettes are a reference tools used by animators to test out ideas and/or stay on model. They are an important part of visual development. Stop motion animators use them as part of the puppet making process in foam casting.

Students are presented with character designs to choose from.

Constructing the armature:

- Brass tubing
- Amature wire
- Feet
- Epoxy
- Podium—painting and attaching

**Class 2: Workday--Sculpting**

Students continue work on their maquettes—adding the foil fill and at least the first layer of sculpey

**Class 3: Workday--Sculpting**

Students continue sculpting with the goal of taking their maquette home to bake and prime after class

Sculpey bakes at 275F, check every 15-30 minutes until it becomes a deep orange. Allow to cool completely before priming.

**Class 4: Workday--Painting**

Students return with their baked and primed maquettes.

- Painting demonstration
- Students begin painting

**Class 5: Workday and Presentation**

- Final touches are added
- Anyone who fell behind or had something go wrong will have time to finish up
- Show and tell!